

WHAT IS CLAIMED IS:

1. A computer-readable recording medium having such a program of a video game recorded to control a battle scene on a screen between a plurality of player characters and at least one enemy character,

wherein said program causes the computer:

to allow at least one of said player characters to participate in the battle scene;

to display a list of standby player characters not participating in the battle scene, in a subscreen in response to an operation of a player where any of the player characters participating in said battle scene is awaiting a command input;

to select any of the player characters displayed in the subscreen, in response to the operation of the player; and

to substitute an optionally selected player character and said player character awaiting the command input.

2. The computer-readable recording medium according to claim 1, wherein in said battle scene, the player characters accept the command input in accordance with action orders and in response to the operation of the player.

3. The computer-readable recording medium according to claim 1, wherein the information of the player characters are displayed in a list on said subscreen.

4. The computer-readable recording medium according to claim 3, wherein the information of the player characters displayed in the list on said subscreen comprise player character names and bodily powers and magical powers of the player characters.

5. The computer-readable recording medium according to claim 1, wherein said program further causes said computer to restore the positions of the alternated characters between the participating and the standby player characters for said battle in response to the operation of the player after said alternations.

6. The computer-readable recording medium according to Claim 1, wherein said recorded program further causes said computer to allow the actions of the player character participating in the battle by said alternations, when said alternations are completed.

7. The computer-readable recording medium according to claim 1, wherein said recorded program further causes said computer to display the action orders of all the characters including the player characters and the enemy character participating in the battle.

8. A program of a video game for controlling a battle scene on a screen between a plurality of player characters and at least one enemy character,

wherein said program causes a computer:

to allow at least one of said player characters to participate in the battle scene;

to display a list of standby player characters not participating in the battle scene, in a subscreen in response to an operation of a player where any of the player characters participating in said battle scene is awaiting a command input;

to select any of the player characters displayed in the subscreen, in response to the operation of the player; and

to substitute an optionally selected player character for said player character awaiting the command input.

9. The program according to claim 8, wherein in said battle scene, the player characters accept the command input in accordance with action orders and in response to the operation of the player.

10. The program according to claim 8, wherein the information of the player characters are displayed in a list on said subscreen.

11. The program according to claim 10, wherein the information of the player characters displayed in the list on said subscreen comprise player character names and bodily powers and magical powers of the player characters.

12. The program according to claim 8, wherein said program further causes said computer to restore the positions of the alternated characters between the participating and the standby player characters for said battle in response to the operation of the player after said alternations.

13. The program according to claim 8, wherein said program further causes said computer to allow the actions of the player having participated in the battle by said alternations, when said alternations are completed.

14. The program according to claim 8, wherein said program further causes said computer to display the action orders of all the characters including the player characters and the enemy character participating in the battle.

15. A video game processing method for controlling a battle scene on a screen between a plurality of player characters and at least one enemy character, comprising:

allowing at least one of said player characters to participate in the battle scene;

displaying a list of standby player characters not participating in the battle scene in a subscreen in response to an operation of a player where any of the player characters participating in said battle scene is awaiting a command input;

selecting any of the player characters displayed in the subscreen, in response to the operation of the player; and

substituting said optionally selected player character for said player character awaiting the command input.

16. The video game processing method according to claim 15, wherein in said battle scene, the player characters accept the command input in accordance with action orders and in response to the operation of the player.

17. The video game processing method according to claim 15, wherein the information of the player characters is displayed in a list on said subscreen.

18. The video game processing method according to claim 17, wherein the information of the player characters displayed in the list on said subscreen comprises player character names and bodily powers and magical powers of the player characters.

19. The video game processing method according claim 15, further comprising:

restoring the positions of the alternated characters between the participating and the standby player characters for said battle in response to the operation of the player after said alternations.

20. The video game processing method according to claim 15, further comprising:

allowing the actions of the player having participated in the battle by said alternations, when said alternations are completed.

21. The video game processing method according to claim 15, further comprising:

displaying the action orders of all the characters including the player characters and the enemy character participating in the battle.

22. A video game processing apparatus comprising:

a storage system that stores a program of a video game to control a battle scene on a screen between a plurality of player characters and at least one enemy character;

a computer that executes the program read from said storage system; and

a display unit provided as the output of said computer for the screen display,

wherein said computer executes said program:

to allow at least one of said player characters to participate in the battle scene;

to display a list of standby player characters not participating in the battle scene, in a subscreen in response to an operation of a player where any of the player characters participating in said battle scene is awaiting a command input;

to select any of the player characters displayed in the subscreen, in response to the operation of the player; and

to substitute an optionally selected player character for said player character awaiting the command input.

23. The video game processing apparatus according to claim 22, wherein in said battle scene, the player characters accept the command input in accordance with the action orders and in response to the operation of the player.

24. The video game processing apparatus according to claim 22, wherein the information of the player characters are displayed in a list on said subscreen.

25. The video game processing apparatus according to claim 24, wherein the information of the player characters displayed in the list on said subscreen comprise player character names, bodily powers, and magical powers of the player characters.

26. The video game processing apparatus according to claim 22, wherein said computer further executes said program to restore the positions of the alternated characters between the participating and the standby player characters for said battle in response to the operation of the player after said alternations.

27. The video game processing apparatus according claim 22, wherein said computer further executes said program to allow the actions of the player having participated in the battle by said alternations, when said alternations are completed.

28. The video game processing apparatus according to claim 22, wherein said computer further executes said program to display the action orders of all the characters including the player characters and the enemy character participating in the battle.

29. A computer-readable recording medium having a program of a video game recorded to allow a plurality of players to participate in the video game through a network and to control a battle scene on a screen between a plurality of player characters and at least one enemy character,

wherein said program causes the computer:

to allow at least one of said player characters to participate in the battle scene;

to display a list of standby player characters not participating in the battle scene, in a subscreen in response to operations of the players where any of the player characters participating in said battle scene is awaiting a command input;

to select any of the player characters displayed in the subscreen, in response to the operations of the players; and

to substitute an optionally selected player character for said play character awaiting the command input.

30. A program of a video game for allowing a plurality of players to participate in the video game through a network and for controlling a battle scene on a screen between a plurality of player characters and at least one enemy character,

wherein said program causes a computer:

to allow at least one of said player characters to participate in the battle scene;

to display a list of standby player characters not participating in the battle scene, in a subscreen in response to individual operations of the multiple players where any of the player characters participating in said battle scene is awaiting a command input;

to select any of the player characters displayed in the subscreen, in response to the individual operations of the multiple players; and

to substitute an optionally selected player character for said player character awaiting the command input.

31. A video game processing method that allows a plurality of players to participate in the video game through a network and for controlling a battle scene on a screen between a plurality of player characters and at least one enemy character, comprising:

allowing at least one of said player characters to participate in the battle scene;

displaying a list of standby player characters not participating in the battle scene, in a subscreen in response to individual operations of the multiple players where any of the player characters participating in said battle scene is awaiting a command input;

selecting any of the player characters displayed in the subscreen, in response to the individual operations of the multiple players; and

substituting an optionally selected player character for said player character awaiting the command input.

32. A video game processing apparatus comprising:

a storage system that stores a program to allow a plurality of players to participate in a video game through a network and to control a battle scene on a screen between a plurality of player characters and at least one enemy character;

a computer for executing a program read from said storage system; and

a display unit provided as an output system of said computer for the screen display,

wherein said computer executes said program:

to allow at least one of said player characters to participate in the battle scene;



to display a list of standby player characters not participating in the battle scene, in a subscreen in response to individual operations of the multiple players where any of the player characters participating in said battle scene is awaiting a command input;

to select any of the player characters displayed in the subscreen, in response to the individual operations of the multiple players; and

to substitute an optionally selected player character for said player character awaiting the command input.

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